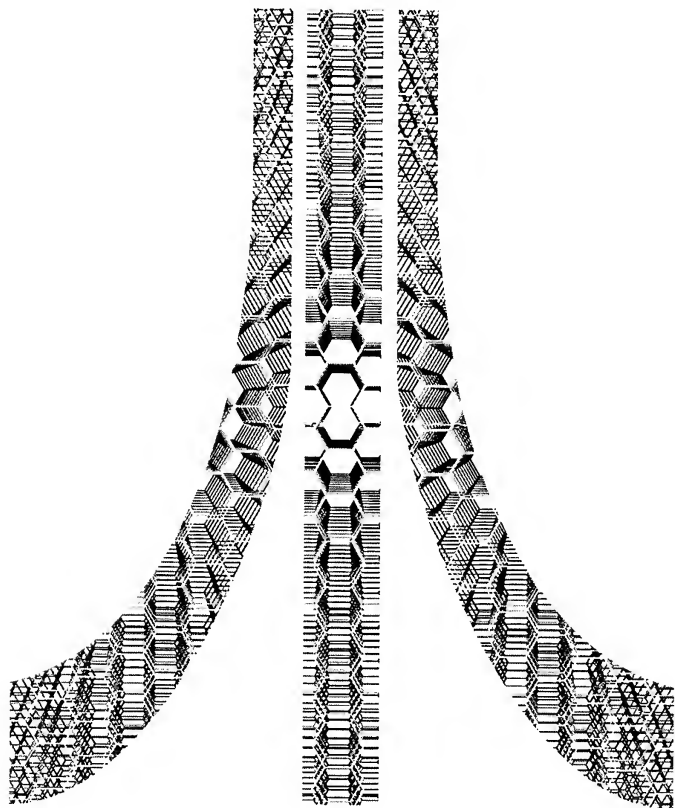


*N*_{orthern} *O*_{hio} *A*_{tari} *H*_{elpers}



Newsnotes

April 1990 • Vol. 1, No. 6

\$ 1.00 / \$ 2.50 with Disk

The Editor's Corner



This month's issue almost didn't make it to press. In fact, it is only because of my paranoia that you're reading it at all.

You see, I experienced my first hard drive crash. Now, I've heard all the warnings and horror stories, but I really didn't expect to have one happen to me. Still, when you make your living from your computer, it becomes very easy to place a dollar-value of each of your work files, and the thought of losing money is enough to make anyone take precautions.

Every week I back-up the disk partitions that store my writing and desktop publishing files, and while I'm working I regularly copy my work-in-progress to another section of the hard drive *and* to the floppy drive. That way, I have several copies of my work available should I accidentally destroy my file.

When my drive made a strange squeaking noise, I immediately made copies of what I was doing and then backed up my entire hard drive. Not 10 minutes later, the drive died with an awful, spiteful razzberry noise. The drive was a total loss, but I have since gotten a new drive and have managed to recover almost all of my files.

The moral to all of this? The more valuable the information on your hard drive, the more often you should back it up. I know you've probably heard this lament a hundred times before, but I felt it was important that I add my voice to those who have gone before into the hard drive wilderness, preaching the gospel of back-ups. So, when your hard drive crashes, and your only backup is a month old, don't come and yell at me—I warned you, didn't I? □

In This Issue:

N.O.A.H. News	3
Publishing Pointers	5
On Target	7
Rumor Mill	9
Tricks 'n Tips	11
Starflight Review	12
The Electronic Slate	13
The Upgrade Trap	15
Puzzle Break	17
Calendar of Events	18

Newsnotes Staff:

ST Editors:

Kevin Steele
(216) 582-2676

Doug Novak
(216) 845-6260

8-Bit Editor:

Ken Vargo
(216) 322-0655

THIS MONTH'S COVER DISK:

Remember Cliff Scott's great MIDI demo? Well, we talked him into providing us with a few of his MIDI masterpieces! Just in case you don't have a MIDI keyboard handy, we've also included a music player so you can still enjoy the fruits of Cliff's musical talent!

NOTICE: Opinions expressed in this newsletter are those of the individual authors and do not necessarily reflect those of N.O.A.H. The name Atari and the associated products and logo are the registered trademarks of Atari Corporation.

Those wishing to submit articles should do so both on disk and in print. Any word processing format is acceptable, along with ASCII. Any non-copyrighted articles printed in this newsletter may be reprinted, provided that the author and this newsletter are given full credit.

All efforts have been made to present totally accurate information in this newsletter. We assume no responsibility for the actions resulting from someone acting upon any suggestion presented herein.

ADVERTISING: The *N.O.A.H. Newsnotes* accepts advertising. To place an ad, please contact Doug Novak. The rates below are single issue rates. Please inquire about discounts on multiple ads.

Full Page: \$20.00 • One-half Page: \$12.00 • One-third Page: \$10.00
One-quarter Page: \$8.00 • Business Card: \$5.00

N.O.A.H. News

Lots to cover once again this month. First and foremost, our thanks go out to Jack Swisher for last month's demo on DBMan. I'm sure we all learned a few tricks to help us when using it. I hope Jack will consent to becoming a regular at the upcoming roundtable type meetings which will debut in May. More on that later.

Next on my list of Thank You's is Cliff Scott. Cliff has provided us with this month's disk of his arrangements of a few of his songs. Included also is a music player just in case you don't have one. One of the songs, Koko Mo, is on the disk in two different formats, Midisoft Studio and a format, SNG, that most music programs will play. Lucky me got a chance to sample these already and I have to tell you that they are great.

Also this month is the premier of "Cliff's Notes", a MIDI column dedicated to questions and answers on anything having to do with MIDI. Check this one out.

Lots of comments about the Newsletter have reached this desk lately. Most of them have had nothing but good things to say and a few have had some negative points but none have come without suggestions and this is a good sign that people, ST PEOPLE, care about the Group, the ST and the people connected to them both. This is a great sign and makes all the work that this editorial staff puts into it worth the effort. Keep it coming.

Now, for this month's demonstration. Once again I introduce Kevin 'Man For All Seasons' Steele. This time he will show us that the Atari ST truly is a machine that provides us with 'POWER WITHOUT THE PRICE'. The Spectre GCR is an amazing gadget that was created by Gadgets by Small, more specifically, David Small himself. I have seen this wonderous gadget work and I am truly amazed at the excellent Macintosh emulation it provides. Kevin will take us on a tour of the

ST/Mac tonight and I am sure that if you use any of the Mac type programs, ie. DTP, you will definitely consider the purchase of the GCR.

Next month, we hope to try something new for our meeting. We will hopefully be creating an 'Atari Fair' of sorts. What we hope to do, with your help, is to set up about 5 or 6 complete systems and have them each dedicated to a specific application or area of interest.

For example, at table number 1 could be an ST with someone to explain Arcing and de-Arcing, at table number 2 could be someone explaining NeoDesk or Superboot or whatever. The idea is sound, but we also need your help. On the last page of the special Spectre insert is a ballot of sorts that we want you to fill out for us.

It asks for your suggestions on what to have at

these tables and also a few questions about what you'd like to see in the future both at the meetings and in the Newsletter. Please take the time to complete the ballot and return it to Carol Paladin before you leave tonight.

If you need more time to think it over, please either mail it to or drop it off at:

N.O.A.H.
c/o
A A A Video Repair
&
Computers
5538 Pearl Rd
Parma, Ohio 44129

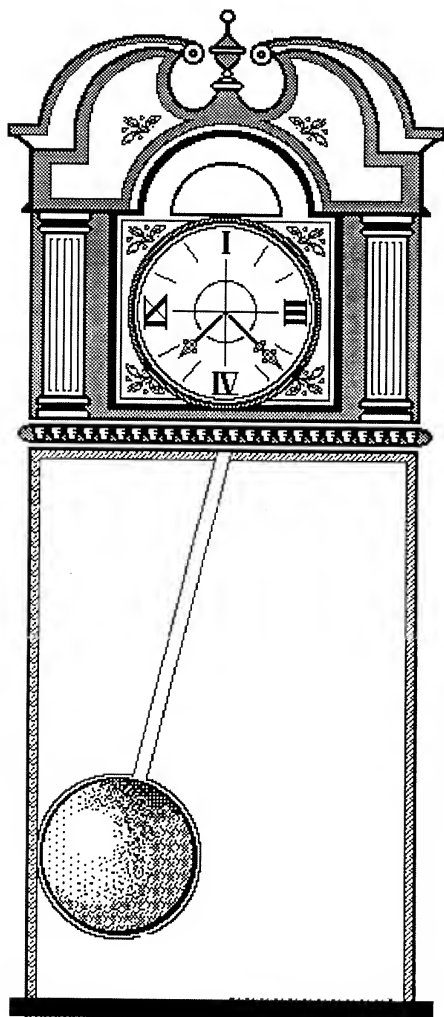
It's only with your ideas and suggestions that we can continue to put out what we here think is a quality piece of informative work. I hope you agree. □

Thanks!

Doug Novak

A A A Video Manager

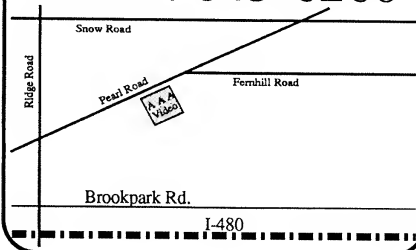
Is It *TIME* For A Change?



Older is *NOT*
always Better !

Try Out The
“New Kids On
The Block”
for your
ST needs !!

A A A Video Repair
&
Computers
5538 Pearl Rd.
Parma, Ohio 44129
Phone: 845-6260



Publishing Pointers

Publishing Step One: Working With Text

© 1990, by Kevin Steele.
All Rights Reserved.

All desktop publishing programs allow you to import text—in fact, this is one of the easier functions of most DTP programs. However, simply importing text into your document will not yield the professional results you'd expect from a publishing program. This isn't the program's fault—it's only capable of typesetting what you put into it.

You see, the text you see in a magazine is in a format slightly different than the way you would type text on a typewriter. No, I'm not saying you need to re-learn how to touch-type, just that there are a few 'rules' you have to know if you want your text to look professionally typeset. These are just small changes to the way you type, yet you'll immediately notice the difference in your text when it is imported into your DTP program.

Here are a few text-processing pointers:

✎ *Don't use 2 spaces after a period.* Using 2 spaces after a period or a colon is a rule that typing teachers love to hammer home. Well, un-learn this rule—fast! With desktop publishing, there is no need for those 2 spaces, and they only tend to mess up the appearance of your text, especially justified text. One space is sufficient.

✎ *Don't use normal quote marks.* Once again, it would seem logical that if you need to use quotes in a sentence, you would use the quote character. Don't do it! Publishing requires two characters for this task; an "Open Quote (\"") character to start the quote, and a "Close Quote (\")" character to end the quote. Compare a pair of publishing quote marks (\" \"") to a pair of standard, generic quote marks (" \""), and you'll immediately see the difference.

✎ *Don't use hyphens as dashes.* When typing text on a typewriter, it's standard procedure to use a hyphen character (or pair of hypens) to separate parts of a sentence or numbers—like this, or for numeric ranges like 1-9. Well, there is a better way to accomplish this in publishing—using a genuine dash. A dash used to separate text is called an *em* dash, and a dash used to separate numbers is called an *en* dash. An *em* dash (—) is as wide as the "M" character, and an *en* (–) dash is as wide as the (you guessed it) "N" character. Save the hyphens for hyphenated text, and don't leave a space on either side of the dash, either—that's also a publishing "taboo."

✎ *Don't justify text in your word processor.* If you want your text justified, wait until it's imported into your DTP program before justifying it. This is due to differences in the way a word processor justifies text as compared to a DTP program. A word processor will justify text by adding space characters inbetween words in a line to "pad" the line to a full width. A DTP program just adjusts the spacing of the characters to fill the line. If you justify the text before importing it into your DTP program, you'll end up with text full of extra space characters that will make your text look unevenly spaced when it is justified *again* in your DTP program.

✎ *Be consistent.* Choose a "standard" for your paragraphs, and stick to it. If you want indented paragraphs with a blank line between paragraphs, then stick to that standard when entering your text. It's a lot easier to process text that is consistent than it is to process text that has paragraphs that occasionally skip lines, sometimes are indented, and generally just seem to be victims of free-form styling.

✎ *Use word processing and DTP "Short Cuts" to save time.* Trying to go through imported text in your DTP program and manually change every " " " to " \" \" " and every "—" to "—" can be very, very tiresome. If your DTP program has a global search-and-replace text function (like PageStream), you can simplify your life by entering special character pairs when typing an article, character pairs that you will later globally replace in your DTP program with

the proper publishing characters. For example, I generally enter an em dash as twin hypens (--) in WordPerfect, then change the paired hypens to an em dash (—) in PageStream. I also use two accent marks (‘’) as an open quote, and two single quotes (‘) as a close quote. This greatly speeds up my text processing in PageStream.

✎ *Always kern body text.* When you import text into your DTP program, always make sure it is kerned. Most DTP programs have a “batch kern” option that will use a kerning table to minutely adjust the spacing between certain pairs of characters in your text. Kerned text is subtly better looking and easier to read. While the result is not always immediately apparent, your readers can sense the difference.

Well, I hope these text-processing tips help you in your DTP endeavors. While some of these points may seem small in themselves, when they are all taken together they can make the difference between text that looks professionally-typeset, and text that looks like someone’s home-brewed DTP creation. □



Pace Realty Inc.

11221 Pearl Rd.
Strongsville, Ohio 44136
Business (216) 238-7733



Timothy P. Dziak
Realtor

Each Office Independently Owned And Operated

Space Harrier II: More of a Good Thing

by Kevin Steele

Sequels are always tough to create, whether it be for a movie or a video game. You’ve got to keep all the elements that made the first a success, while adding enough new stuff to the mix to keep it interesting and exciting. *Space Harrier II* succeeds on both counts: everything that made the original a hit is back, plus a lot of new features have been added.

I could just say that *Space Harrier II* is *Space Harrier I* with new monsters, but it’s more than that. This game feels like it was designed by someone who actually plays video games on their ST, with nice touches everywhere. The game comes on two disks, but if you’ve got a double-sided drive, you don’t need the second disk. The game works like a charm with either mouse or joystick, and there is even a “rapid fire” option. The program also allows you to start the game at any of the twelve available levels, allowing you to skip the earlier levels once you’ve mastered them.

The graphics are great, with swarms of monsters flying at you from a simulated 3-D perspective as your character floats in mid-air,

laser cannon in his arms, ready to take them on. The music is also impressive, with a lush techno-pop soundtrack playing as you zip around, blasting everything in sight.

The dragon from the first level in the original *Space Harrier* is back, but this time it’s only as a “Guest Star”—this dragon is simple to kill, as opposed to the original dragon. However, right after the dragon is vanquished, a three-headed turtle (a teenage mutant, perhaps?) appears, a nasty beast that proves to be quite a challenge indeed. The other levels of the game have end-of-level guardians ranging from gigantic exploding heads, to cannon-wielding cubes, to a winged griffin with a nasty disposition. If you can manage to fight your way through the 12 available levels, you get to face all the guardians again, one at a time. Once they’ve all been killed, you get to face off with ultimate challenge, the “Dark Harrier.”

After you’ve successfully blasted your way through four successive stages, you are rewarded with a bonus level, where you can gain points by both shooting objects and running into them. At the end of the level, you are rewarded with 50,000 points for each object obliterated. Sound like a lot of points? Scores of 1,000,000 are not phenomenal, just barely average. In fact, my personal high score is a few million points over 11 billion. After playing *Space Harrier II* for a few days, other video game scores seem positively puny to me now... □

On Target

with S.T.O.S.

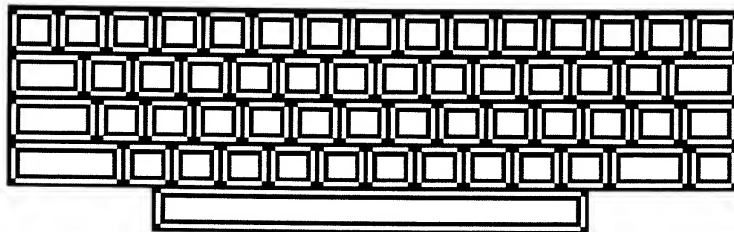


Due to a complete household move, Gary, Archer, Turton is on a month's vacation. Tune in here next month for the next STOS column from him.

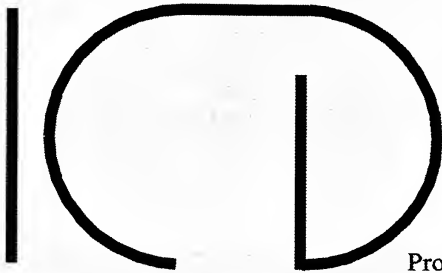
8-Bit Users Meeting

ATARI

130XE



Thursday, April 26th. 7:00pm



Products

Many thanks to Cliff at ICD for all the handouts he has sent to us at N.O.A.H. Please support this fine company which has always supported the Atari 8-bit and ST machines.

Take Our Words For It.

- ✍ Resumes and Cover Letters
- ✍ Business and Technical Writing
- ✍ Newsletter Layout and Design
- ✍ Advertising Copywriting
- ✍ Speeches and Scripts
- ✍ Proofreading and Editing

400 Vineyard Drive, #202 • Broadview Heights, OH 44147 • (216) 582-2676

STEELE
Writing Services

Atari Explorer?

Is Atari Explorer gone? There have been a large number of changes surrounding the magazine, including the *firing* of the entire magazine staff! Seems Atari, as part of its recent restructuring, has decided to bring the magazine to the west coast. This move, which may have been precipitated by a very negative editorial in the latest issue by Editor Betsy Staples, is seen as a way for Atari to keep tight control over the content of the magazine. Rumor has it that the latest issue was held from publication by Atari until the editorial could be removed.

68030 Board?

How would you like to run your ST software at 16 Mhz? How about 32 Mhz? If the new 68030 board by Fast Technology becomes reality, you will be able to run ST programs at speeds that can only be described as absolutely amazing. The board, a joint project by both Jim Allen of Fast Technology and Dave Small of Gadgets By Small, may also include high-resolution graphics. The board will not be a TT-compatible upgrade, however. No commitment to actually produce the units for retail sale has been made yet. However, it is rumored that the board design has already been completed, and a working prototype may already exist...

Spectre News

There have been a *lot* of developments at Gadgets By Small recently. In addition to work on the 68030 upgrade board mentioned above, GBS recently released version 2.65 of the Spectre Mac emulator software as a free upgrade to registered owners of version 2.3. This release fixes a large number of minor bugs, as well as adding several new con-

How would you like to run your ST at 16 Mhz? How about 32 Mhz?

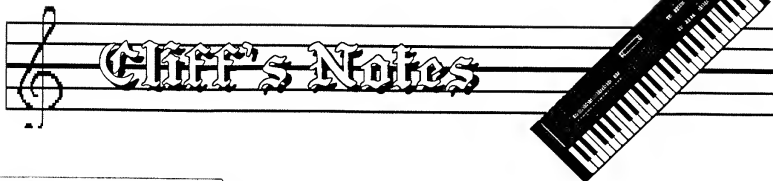
venience features to the software. The number of working Macintosh programs has been increased, improving an already amazing compatibility level. Gadgets already has a working Appletalk board for the Atari Mega ST, a board which may allow the Spectre GCR to run Mac MIDI software, as well as allowing the ST to be used in an Appletalk-based local area network. Rumors of direct Ultrascript printing from Mac mode are also floating about. Look for some exciting Gadgets announcements soon.

Atari Ad Campaign?

Does Atari have a major ad campaign all ready to go, just waiting on STE availability? This is another rumor that seems to have some substance to it. The ads are supposedly already complete, and are being held by Atari until such time as the STE (and TT?) are available in the U.S. in ample numbers. If this rumor is true, it would be a major step forward for Atari in re-establishing itself in the U.S. market. Time will tell, as always...

STE Rumors

The latest rumor surrounding the STE is that it has passed FCC certification! Now the only obstacle in the way of U.S. sales is the actual number of units that are available for shipping. Look for the STE to be released as soon as Atari has built up a sufficient stock of the machines here in the U.S. Other STE rumors focus on the actual hardware--seems that the STE may have a redesigned MMU chip capable of supporting more than the current 4 meg memory limit! In addition, the STE has been rumored to be 68030-compatible, meaning a future upgrade to TT-level performance may only involve un-plugging the socketed square 68000 chip and TOS 1.6 chip set, and replacing them with a 68030 chip and TOS 030, the TT TOS. This could be a very promising rumor, indeed... ☐



CLIFF'S NOTES

By:

Cliff Scott

Courtesy Of:

N.O.A.H.

&

A A A Video Repair & Computers

N.O.A.H.

Newsletter

Issue 1, Vol.6

Disk # 2

The disk this month is one that more than a few of you have been waiting for. It contains the following:

- KOKOMO.MID
- KOKOMO.SNG
- DANNYBOY.SNG
- IF EVER.SNG
- R_PLAYER.PRG
- R_PLAYER.DOC

The songs are from Cliff Scott who gave the outstanding MIDI demonstration a few months back at a N.O.A.H. User

Group Meeting. Believe me, the wait was worth it.

Also included on the disk is a shareware music player called 'R_PLAYER.PRG'. This file plays almost any kind of music file around and will come in handy to those of you without MIDI keyboards or a useable program to play these with.

Enjoy...

SUPPORT BOARDS

ST Nerd

(216) 582-1904

The Keep of
the Silver Archer
(216) 282-7136

Century
21

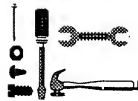
Pace Realty Inc.
11221 Pearl Rd.
Strongsville, Ohio 44136
Business (216) 238-7733



Timothy P. Dziak
Realtor®

Each Office Independently Owned And Operated

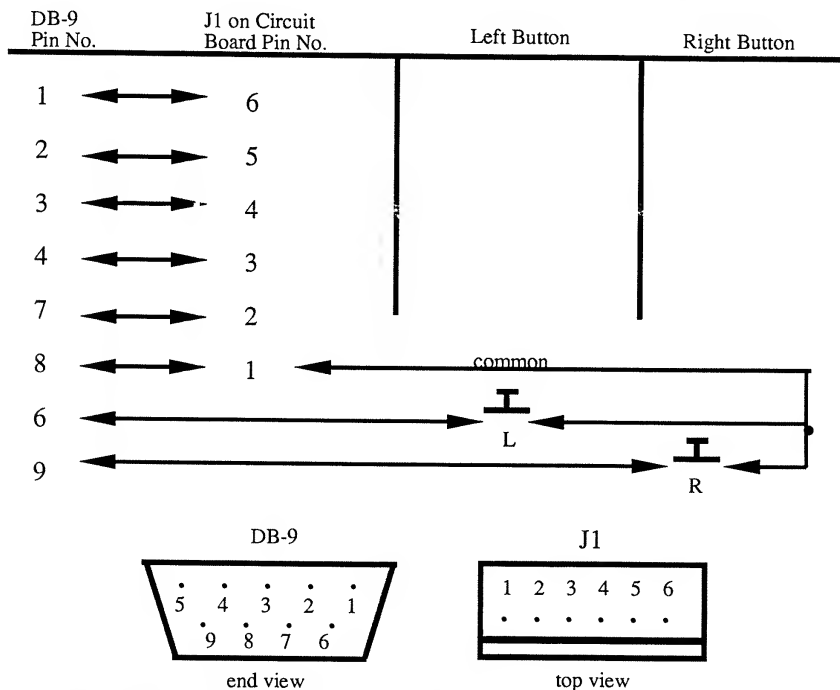
TRICKS n TIPS



Another CX-22 Trackball Modificaton

Courtesy Of:
Ray Paris

Due to the many different versions of the Atari CX-22 trackball, there are many modification possibilities. Here is yet another and this has been tested and does work better than most of the others. On the other mods I have seen, when the ball is spun hard the pointer cannot keep up with it on the screen. This one, by virtue of 2 capacitor changes, keeps the pointer and ball in sync. This mod on the trackball could be *perfect* for anyone interested in using one for mechanical drawing or DTP. □



* Change BOTH white rectangular caps to .005 caps.

STARFLIGHT

Outer Space Adventure from ELECTRONIC ARTS

review by
Rick Gridley

This is a game that I have wanted to play ever since it first appeared for the MS-DOS computers in late 1986. Now, over 3 years later, it makes it to the Atari ST. Was the wait worth it? Well, I'd have to say yes and no.

The game looks and feels dated. It is amazing how computer games have advanced over the years and Starflight, which is in Computer Gaming World's Hall of Fame, pounds that point home. In today's world of 16 bit games and VGA graphics, Starflight pales in look and feel to newer releases. However, those facts aside, the compelling and in-depth storyline makes Starflight a real treat to play.

Starflight is not copy protected, so you can install the game on your hard drive. Copy protection comes in the form of a code wheel that one must use when leaving starport. The game includes the normal manual, a ten page ST add on manual, codewheel and a full color map that you will use when "warping" from one star system to another.

The game starts you out as a rookie starship pilot in the year 4619. Your mission is to help answer puzzles and riddles that have plagued the scientists of Arth for many years. 15 years ago, a team of scientists found a vast and ancient underground network beneath the surface of Arth. It seems that Arth was colonized by a group called Noah 2 and came from the mythical planet Earth. You are given a small initial allotment of funds which can buy you a under-equipped starship and a crew which needs some training. The crew can be chosen from the four races of Arth, each with special abilities, and androids. A little experimenting can help with the crew. Two of the races do not get along and your judgement will come into play on the best mix of crew.

The two primary goals are gathering information and generating revenue. You can and will set for yourself other goals, but the two primary ones are essential to completing the game.

Revenue can be generated in a number of ways including sale of minerals, sale of artifacts, sale of captured life forms, and recommending viable colony worlds. As can be deduced from the above, a lot of exploration and planetary landings are to be attempted during the game. During these explorations, one of the strongest aspects of Starflight will come to light. The interaction with the various alien races you will encounter in outer space. Each race has a unique language, (you did train your communications officer, didn't you?) culture, and personality. How you react and act around these different aliens will affect their actions. Do you go in with shields up and weapons armed, or with a completely friendly posture? Each move cause different reactions and

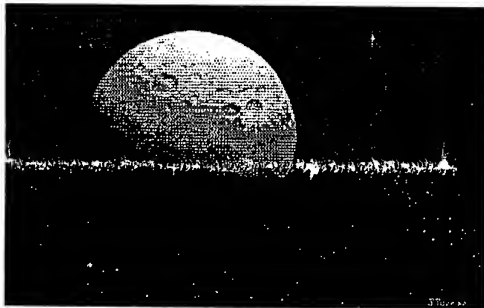
if you play your cards right, a lot of valuable information can be had from different alien races.

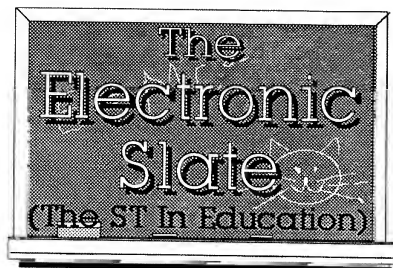
You will come across ancient space probes, ruins on some planets, lost alien artifacts and on and on. The game has 270 star systems with over 800 planets, each one with a unique eco-system. A highly trained Science

Officer is invaluable in planet explorations. Also don't forget your Engineer. Deep space repairs after a hostile encounter maybe the only way to complete your mission. If lucky, you may run across the starship Enterprise, boldly going where no one has gone before.

There is also a potential disaster to the planet Arth that you will find out about, putting a time limit on your explorations. You must solve this puzzle to finish the game, although many have gotten so caught up in the explorations in the game that coming to a winning conclusion is secondary to the fun of exploring the galaxy.

Its easy to see why this game was so highly rated when it first appeared and even though its look is dated, it is still a highly recommended game to you deep space explorers out there. Let's hope it does well for EA, and that they port Starflight 2 over to the ST very soon. □





Review by Bob Coulter

LINKWORD SPANISH

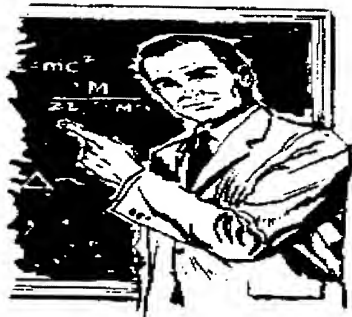
Linkword Spanish is a program which incorporates a system of learning by association. By using the program one can learn about 400 words and basic grammar. It will help you to understand and to be understood should you travel to a Spanish speaking country. It is designed for just about anyone; for the vacationer, for business executives, for students, or for someone wanting to learn a foreign language for pleasure.

The course consists of 10 lessons, covering a number of topics, such as furniture, colors, clothes, family, garden, time, food, restaurant, numbers, business, traveling, car, beach, places and people, emergency and useful words, days of the week and months of the year. The program comes in a very sturdy plastic case which consists of one disk and an audio tape cassette. It runs on both the color system, medium resolution, and the monochrome system.

Throughout the program the mouse is used, but in this case the right button is used more than the left. On almost every screen clicking the right button has the same result as hitting the return key—your choice. There are ten lessons in all, plus the option to exit. You may also exit by clicking on the close box in the upper left corner.

Before actually working with the linkword system in "Lesson 1," you are presented with some basic instructions as to the usage of the program. This is a very easy program to use and you should have no problem throughout the entire system. Each higher level does depend on the knowledge that you've gained from the previous lessons so study each and every lesson.

Each lesson is divided into parts, for example, in "Lesson 1" there are four parts to be completed before you advance to "Lesson 2." Since all the lessons seem to follow the same



format I will review "Lesson 1." The procedures and activities that are found here will be found in all the lessons. It does take about an hour to go through each lesson, in some cases even longer, depending on one's speed and ability to comprehend and retain knowledge.

Part 1 deals with "Animals." Here the idea of linkword comes into being. The author tells you that the Spanish for "GOAT" is "CABRA," followed in brackets with the phonetic pronunciation. Here you may be given a sentence that may seem kind of odd but being a little odd does seem to help in the learning process. Isn't it easier to remember something odd or unusual? This is the idea behind the title "Linkword," and it has a lot of merit.

This linkage of words continues through 10 words, after which you are asked the question, "What is the English for?" followed by the Spanish word. This activity concludes once you have reviewed all 10 words. The program then displays two columns, one Spanish and the other English. Thus we have completed another form of review. This is followed by doing just the opposite. You are asked "What is the Spanish for?" followed by the English word. At the end of the session the two columns once again appear, this time in opposite order.

At this point the program displays some information on "Elementary Grammar" which help you to understand some of the rules of Spanish grammar. The concept concerns the identification of genders, masculine or feminine. These concepts are very helpful and without a doubt are a very positive feature of the program and are found in all the lessons. Excellent concept.

Part 2 of Lesson 1 introduces you to ten new words in the category of "More Animals." Whenever you are given new words you will follow the same procedure as in Part 1.

Now to determine what you have learned. In the next session Linkword will give you a short sentence in English and you are to type in the Spanish translation. To see if you are correct, just hit return or the right mouse button. The sentences are based on the words and the grammar learned throughout the lesson. This activity is another very positive approach taken by the author in helping you to learn Spanish.

In Part 3 of Lesson 1, you are taught "Some Adjectives," six to be exact, which will benefit you in correctly forming phrases or short sentences in Spanish. The same procedures are followed as mentioned in Part 1 of Lesson 1.

Upon completion of the activities for the adjectives you will learn more about the "Elementary Grammar" of the Spanish language. These sessions on grammar are very important and informative. The next session is the hands-on experience of typing the English translation of the Spanish phrase that is given. Press the right mouse button, or return key, to view the correct answer. Since I feel that this is a good learning activity, I wish there were opportunities to do more typing, both Spanish and English translations.

In Part 4, the final segment of Lesson 1, you are presented with 10 new words in "More Animals" and follow the same pattern of learning as in the previous parts. Naturally this does include "Elementary Grammar" and the typing of English and Spanish sentences.

Once you have completed the entire lesson you are then asked to listen to the audio tape which gives you the correct pronunciation of the words used in the lesson. This is a fantastic idea and really makes the program worth its price. After you have absorbed the information and knowledge of Lesson 1, you may begin the next lesson. Remember that the information and knowledge found in each lesson is accumulative for each succeeding lesson, especially the translation section where you type in the Spanish words.

As with any reviewer I must give my opinions about this program, both positive and negative. Since I like to leave on a positive note I'll leave the positive for last.

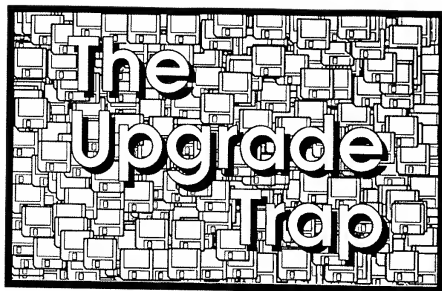
Instead of using the word "negative," which really doesn't apply to this program, I would rather list some possible improvements and warnings:

- ✎ The manual states that you can type the vowels with the accent on top, by pressing CONTROL and the vowel at the same time. Try as I might I could not get this to work. Every time I attempted I heard the key click but nothing appeared on the screen. Also, the manual does not state how one can leave a lesson, unless you want to quit; then you click on the close box. I found by pressing the "UNDO" key it will take you back to the main menu.
- ✎ The program does not appear to be adequate for all age levels. The choice of vocabulary and link words might present some difficulty to the elementary age group. But on the other hand I'm sure that they would learn some of the words and it could be of greater benefit as they get older.
- ✎ The same holds true for the grammar presentation, it may be very difficult for the elementary student.
- ✎ I would suggest adding a few graphics here and there. They would add an additional visual impact.
- ✎ As mentioned earlier I would encourage the author to provide more typing exercises. Visual aids and typing would help to reinforce the words and the grammar in all parts of the lessons.
- ✎ This program is not intended to be a substitute for a course in Spanish. I don't believe that there is any method that can exceed the progress one can obtain by taking a regular course in Spanish or any foreign language.

(Continued on Page 16)

A N.O.A.H. Newsbyte:

An update to last month's Multisync article—it seems that certain multisync monitors (such as the Samsung Multisync) produce a better picture if you do not include the resistors in the wiring schematic we published. Thanks to Ed Spisak for this tip! □



by Kevin Steele

I'm a patient man. Really. My life used to be very simple, I had no major worries, nothing at all to keep me up at night. Now, however, I seem to spend the nighttime staring up at the ceiling, and the daytime in a heightened state of anticipation, constantly wandering out to check the mailbox. What could do this to a normal, happy person, you may ask. The answer? Upgrades.

Now many novice-computer owners may ask, "What is an upgrade?" Well, as most software purchasers can tell you, upgrades are new versions of software, purported to improve the existing package. These upgrades are usually promised when you purchase a program. An upgrade is usually promised to primarily fix the bugs that are in the current version of the program, as well as to perhaps, maybe, possibly, add in a few "extra" features. The promises made about an upgrade are usually enticing enough to lure you into wanting to get one. Software companies have used the "upgrade" technique to snare the vast majority of computer users into complete obedience to their will, creating a constant state of awareness in the user's mind of that company.

The upgrade trap is sprung thusly: First, you purchase the program. Say you bought a spreadsheet to try and balance your home budget (this idea, by the way, was one of the earliest publicity coups by the software industry—using a computer to balance your home budget is like using a rototiller to replant a flower box). The spreadsheet you purchase works well enough to whet your appetite, but once you get into some serious power-usage, you discover it has more bugs than Louisiana on a warm summer evening.

Then, as you are desperately thumbing through the manual to try and find out more about

these strange "mystery features" you keep running across, you discover the warranty card smashed between two pages—this innocent-looking little piece of paper is what a software company uses to gather information on future upgrade victims. The card promises you fame, fortune, and a working version of the program you just purchased. You eagerly fill in your name, address, age, social security number, blood type, and Mastercard number.

Later on (several months at least), you receive word that the new version is nearly ready. You can reserve your copy now by sending in your disks and a nominal fee ranging anywhere from \$5.00 to the entire gross national product of Fiji. This money is not really needed by the company, but rather simply serves as a method of screwing up your checking account when the software company doesn't cash your check for the next nine months.

Meanwhile, as you anxiously await your copy, you will begin hearing from many other computer owners how wonderful the new version is, and how many new, exciting features have been included. Of course, these people are what are known in the business as "Beta Testers." They are people who have never actually seen the new version of the program, but who are paid by the company to loudly comment to every computer owner they run across how wonderful this new version is. This technique of advertising serves to heighten current software owner's anticipation to a fever pitch, while also serving to downplay the current version's bugs to future purchasers ("Why, yes, it has a lot of bugs, but a new version should be out soon").

In a desperate attempt to better understand why the upgrade hasn't shown up at your house, you begin asking everyone from the company president to the mailman. An answer from one person will invariably contradict an answer by another person when asked about a delivery date. A common phrase bandied about in this stage of the game by both Beta Testers and the company spokesperson is "Real Soon Now" (abbreviated RSN by veteran upgrade users). This is a generic phrase meaning that the software will be ready to ship anytime from "two-weeks-from-today" to "not-in-your-lifetime." Some companies have a standard "official" response such as: "In Three Weeks." This is the answer you will get when you ask when the new software version will be released. It doesn't matter when or how many times you ask, the answer will always be "In Three Weeks."

By now, desperate to find out if you can afford to eat this month, you've purchased several other spreadsheet packages in an attempt to "work-around" the problems you've been having with the original spreadsheet software you bought. You will invariably discover that these programs, too, have warranty cards and upgrade promises, not to mention a whole new generation of creative and frustrating bugs. You suddenly realize that you've been slyly trapped, but by now you're too deeply entwined in the upgrade web to escape. Humbly and obediently, you once again fill out the warranty cards, hoping in vain for a quick response and at least one upgrade this decade.

You will by now have accumulated at least a dozen or more programs in an attempt to accomplish on your computer what a good hand calculator and a couple of intense solitary hours could have solved, namely, balancing your budget. All these programs are now sitting idly on your hard drive awaiting upgrades, with each upgrade guaranteed to show up on your doorstep "Real Soon Now." Every day has suddenly turned into a Christmas eve with no promise that Santa will show up tomorrow.

Then, miracle of miracles, one of your anxiously awaited upgrades arrives in the mail. It will, of course, be for the program you use the

least. This law of upgrades could be stated as follows: "The more urgently you need the upgrade, the later it will arrive." Even so, your eyes swell with tears of joy as you eagerly pop the disk into your drive. With fervent anxiety, you watch as the program loads, displays its title screen, and then crashes in an amazing technicolor effect that would leave even George Lucas drooling.

By now you've memorized the company's customer support number, and within milliseconds you're phoning them, a hysterical rage kept in check only by a long, lingering busy tone at the other end of the line. Within three days of calling you'll finally get through, only to find that the new version of your program, due to the addition of several wonderful new features, no longer supports your current system configuration, and you're going to need either:

- A) a new memory expansion module,
- B) a new computer, or
- C) a new hobby.

Of course, you've already overwritten the old version of the program on your hard drive with the new version, and you've never bothered to back up the previous version. In other words, they've got you again... □

The Electronic Slate (Continued from Page 14)

As for the positive features there are many, some of which I did mention during the review. Here are a few additional ones:

✎ The program provides an excellent learning technique in the method known as linkword. In fact, in reviewing this program I have already learned many of the words by practicing what the program preaches. I can vouch for the fact that it does work.

✎ The combination of visual aids and use of the audio tape, is especially outstanding. The tape is a very valuable addition to the program.

✎ It would be a very good addition to any Spanish program as a method of review or improvement. Since all Spanish teachers teach in a different fashion it would be difficult to create any program that would fit into every teacher's philosophy. But as a supplement, or aid, it can be of benefit to most students.

✎ This is an ideal program for someone who plans to travel to a Spanish speaking country, and needs a refresher course. It is also valuable as a teaching aid for students, or those who desire to learn a new language. Why not?

Should you buy this program? The answer is yes. I do not hesitate to recommend this program to anyone who is interested in improving his/her ability to speak Spanish. This it will do. □

Artworx does make other language programs such as French and German with more in the making. Check with your local dealer for additional titles.

**LOS PRODUCTOS
SON MUY BUENOS**

Linkword Spanish
Artworx
1844 Penfield Rd.
Penfield, NY 14526
Color or Monochrome

PUZZLE BREAK

(Solution in next month's N.O.A.H. Newsnotes!)

Happy Easter
Basket
Parade

Bunny
Flowers
Sunday

Egg
April
Jellybeans

Candy
Bonnet
Holiday

K S Z T Z B T J O L P T P R N V F C R R P M R G A L
 I Z R Z E T B U N N Y M Y I V G S L B G B H B V R N O V
 Z U B E O N K V G M X F S C E I V E S Z Z R F R P R V U I U X G E
 B X L A N F W W N X S G F V P I R B U B F G Z J M D A L I Z J Y E I L P I H G
 C L L N A A O W O A H N J T T V J U S V R T R Z F G P Q E P Q Z A V N F N I
 S F S W K C L J B U A Z A B E F L V T F H A G Y J P B A E X V Z C R N I G
 A Y U E S T F O A D P G O E D Z Q P A S T A B T A U X Q L M K J F Q T
 G J J C J A O X B W P J I O B N U J R C V O K K V B G Y G Z V O
 L E U L C T I S X S Y Q R E B Y Q H K A K H W B O Q V X A L C T
 T I O Z W U M H L W U P G L G L N M N K I M M D Z Q K D T C J J
 M I P T M M T O W Y E D S F U W Z L M D T E K S A B Z S Z U X N X G T H
 V T T P F R G L I L A I P Z M O X X E Y V Y A T Z Y A D D Q N A U Q G K G
 F T L X N Z H I Z F S G M Y M Z I W J F I J B T M H X T G M D N S S B H F L K
 N D F F I J M D E A T T X T Q P T Z N L X U M G G E G U D S P
 T W I U E R W A X R E S L Z H I W S G K V C T U P X
 A A L R K R F Y B M R O G T C Q V E C N U P
 E G I U T Y Y S M A G O Z K
 E D A R A P O K J A F F
 W F O S A
 U Y Z

Solution to Last Month's Puzzle:

J W Z M Z Q Z W K K N Y V H Y S W A I H T
 G F D O L W F F C O M P U T E R S E T O N S W E N
 Q H V I D E O R N F E Y C L M A C R W I G C F N Y F W E Y S E
 H Z T U S K E Q L V X V Q E U Y M I R W S Z P
 T O N X F P V M T J E R B U I
 P F R X E A D E
 F J X A M R A P M E C L B Q V
 X I Z M H D C R Z O B E T W Y S W E
 J R S E Y A J M B B H Z K Z B G Y X E
 F O I Q W A T Y J F X H Z V
 C R E V O L U T I O N
 E T N K W S A A L W D S B B M C Z S D C Q F X A A A A Z Y
 Z Z M K T A S N D N U G X R C V
 J W T M M K A D L Z I O I M D I B V H Q T C
 W C O B R K J D A Q K S X V
 L A P L P I A X B W K H Q Z S X U Q T T P P J

N O A H

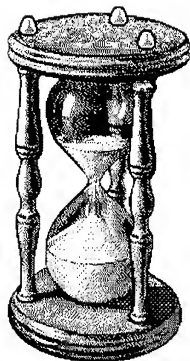
orthern hio tari elpers



May 1990



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2 C.A.C.E. Meeting 7:30 pm at Clev. Hts. Library	3	4	5
6	7	8 T.A.P. Meeting 7:30 pm at Lakewood Office of Aging	9	10 Last Day for Newsletter Articles	11	12
13 Mother's Day	14	15	16	17 N.O.A.H. Meeting 6:30 pm at Parma Library	18	19
20	21	22	23	24	25	26
27	28 Memorial Day Observed	29	30 Memorial Day	31		



Is It Time To Try Something New ?

Then Try...

A A A Video Repair & Computers



Domestic Titles

Quadralien
Space Station
Oblivion
Axe Of Rage
Omega
Barnum And
Bailey Circus
Shufflepuck Cafe
STOS Compiler
Total Eclipse
Deja Vu II
Fiendish Freddy
Big Top O' Fun

Symbols & Slogans
Rambo III
Powerdrone
Operation Wolf
Corruption
Jug
Championship Wrestling
Devon-Aire
Battle Tech
Ballistix
Netherworld
Falcon Next Mission
Disk

Robo Cop
Paper Boy
Tetra Quest
Manhunter
New York
Q-Ball
Hostage
Calendar Maker
Archipelagos
Talespin
Renegade
Space Quest III

Miami Vice
F-16
Darkside
California Games
Eliminator
Manhunter S.F.
Exolon
Platoon
G+Plus
Red Lightning
Speedball
CodeHead Utilities

Thunderblade
Hot Wire
Obliterator
Titan
Prison
MultiDesk
Space Harrier
Universe III
Cyber Print
Scenery Disk #9
Artura

European Titles

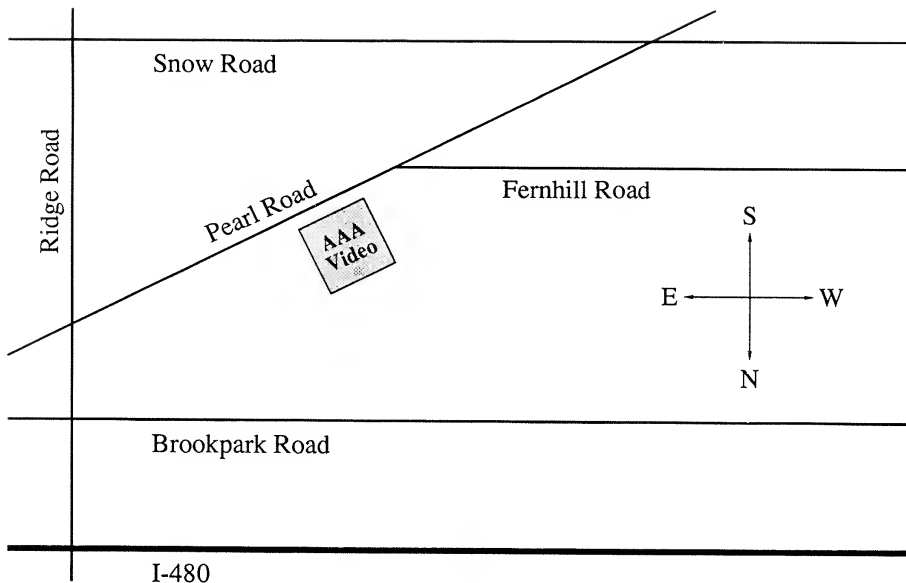
Grand Prix
Spherical
Red Heat
Story So Far
STOS Sprites 600
Sleeping Gods Lie
Onslaught
Laser Squad
Mr. Heli
Steel
Pictionary
Bangkok Knights
Chambers Of Shaolin
Winners
Time
Ghostbusters II
Hellraider
Iron Lord
Nevermind
Chase H.Q.
World Championship
Boxing Manager
Chaos Strikes Back
Flight Command
Rock-n-Roll
Leaving Teramis

Savage
Phobia
Slayer
Running Man
Bad Dudes
Shinobi
Gemeni Wing
Dark Fusion
Passing Shot
Iron Trackers
Stormlord
Sporting Triangles
Games Galore
Premier Collection II
Turbo Outrun
Interphase
Skidoo
Austerlitz
Chicago 90
Commandos
X-Out
Ninja Warriors
Gauntlet II
Star Flight
Fire Brigade
Full Metal Planeten

Wicked
Castle Warrior
Airborne Ranger
Thunderbirds
Leonardo
Armada
Vigilante
APB
Knight Force
Ooze
Master Grand Prix
Xenophobe
Beverly Hills Cop
Tin Tin On Moon
Future Wars
Galaxy Force
Hound Of Shadow
Oil Imperium
Demon's Tomb
Bad Company
Clown-O-Mania
Rainbow Islands
Midwinter
Black Tiger
Tech
Canvas

Super Wonder Boy
Tom And Jerry
Kennedy Approach
North And South
Kickoff
Astaroth
Castle Warrior
Prince
Starbreaker
Lancaster
Dynamite Dux
Super Quintet
Toobin
1st Person Pinball
First Contact
Asterix
Wall Street
Bloodwych D.Disk
Hyperaction
Chess Player 2150
P-47 Thunderbolt
Tower Of Babel
Renaissance
Pursuit To Earth
Star Blaze

Dominator
Honda RVF
Snoopy
Silkworm
Mindbender
Gilbert
Outlands
Moonwalker
Conflict: Europe
H.A.T.E.
Switchblade
Star Wars Trilogy
Twin Worlds
Tempest
Tom & Jerry 2
Fighter Bomber
Eskimo Games
Continental Circus
The Untouchables
Fire
Microleague
BaseBall II
Xenomorph
Rotor
Kayden Garth



N.O.A.H. Newsnotes

Care of:

**AAA Video Repair &
Computers**

5538 Pearl Road

Parma, Ohio 44129

Phone: (216) 845-6260